

AMENDMENTS TO THE SPECIFICATION:

Page 29, amend the last and next-to-the-last full paragraphs (lines 8-22) as follows:

One of the key uses of thread priorities is to give precedence to threads that respond to user input. This precedence enables interpreter 24, for example, to modify an object 202 on display 16 (Fig. 2) immediately upon the actuation of a key on keyboard 14 by an operator. Thus, the operator receives immediate feedback from the computer indicating that his or her instruction has been received and is being processed. The user thus knows that keyboard 14 and processor 12 are working and have not been frozen or otherwise disabled.

For example, consider an application with a "Print" button shown as [[an]] object 202 on display 16. The button 202, being a user input device, is assigned its own virtual thread 42, 58, 64. The button's thread spends most of its time in the idle thread list 34. When the user clicks on the button (a mouse click is a user input event), the thread is activated. The thread must then re-draw the button 202 so it looks "pressed in" as at 204, after which the thread sends a message to some other thread to notify that other thread that the button was pressed; the other thread will then do whatever is necessary, such as printing a document.